



May/June 1987

The I/O Connector

The Newsletter of the San Diego Atari Computer Enthusiasts

THE SAN DIEGO ATARI COMPUTER ENTHUSIASTS

(S.D.A.C.E.) is an independent, non-profit organization and user group with no connection to Atari Corp. Membership fees are currently \$15.00 annually. Membership includes access to the program library, subscription to the *I/O Connector*, and access to any other club activities. Permission to reprint articles from this newsletter in any non-commercial form is permitted without specific authorization, as long as original credit is given.

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Prg Director (ST)	Frank Cascio	282-5208	8-bit Librarian	Help us, please volunteer	
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Newsletter Editor	Peter Payne	560-4272	Newsletter Ads	Clay Gradis	726-2685

(Call between 5:00 pm and 9:00 pm, please)

CORRESPONDENCE ADDRESS

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S.D.A.C.E. 8-bit BBS
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SDACE BBS's
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S.D.A.C.E. ST BBS

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SUBMISSIONS TO THE NEWSLETTER

are most welcome, and are due by the 15th of the month for publication in the next month's newsletter. Mail double-spaced text or (returnable) disks with text files to the club P.O. Box, or upload the text file to one of the S.D.A.C.E. BBSs.

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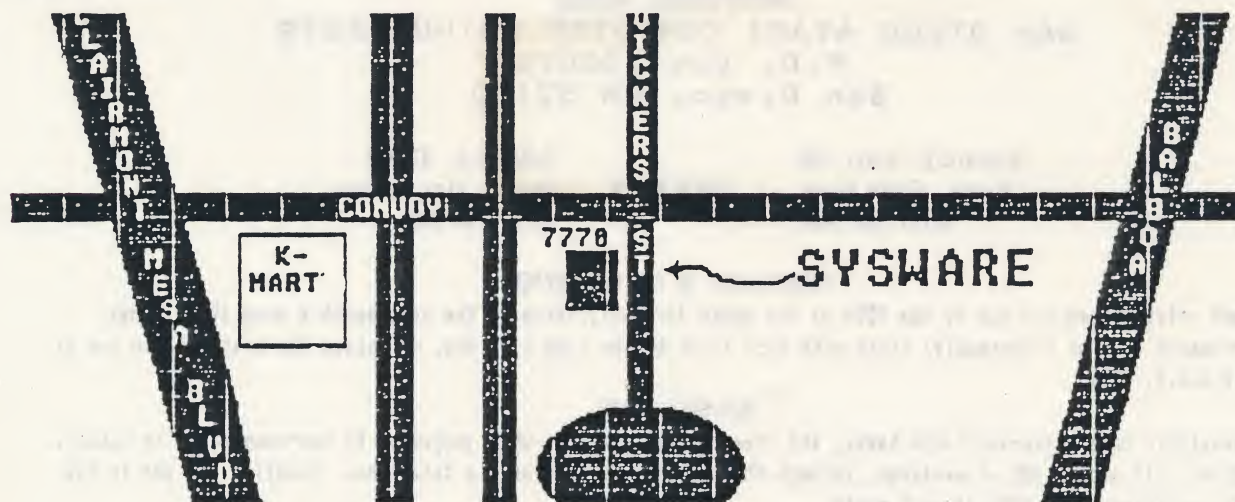
ads, available on a space-available basis, are free to club members, when judged to be non-commercial in nature. The Editor will accept ads at meetings, through the club's P.O. Box, or via telephone. Deadline for ads is the same for articles - the 15th of each month.

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From the Editor

Well, I'm back with another issue. It's great working on the newsletter, helping out the Atari club, and I just love it. We've got some openings for club officers at the moment, and I sure hope you'll consider yourself for the job of 8-bit VP or 8-bit newsletter co-editor, if you feel you're qualified.

Now, you've probably noticed that this issue is VERY late. Well, the reason for this is that we've re-done the time scheduling on the newsletter so that it coincides with the Officers' Meeting. The club officers will now be responsible for doing all of the collating, folding and stapling of the newsletter. This will save the club somewhere in the neighborhood of \$50 per issue. I apologize for the inconvenience, especially to the 8-bit users, since it means that the newsletter will come after their meeting each month, but there's no other way around the problem that we know of. The newsletter is costing too much money, and we're taking steps to save money wherever we can before it's too late.

On a similar note, you may notice that this issue is smaller than the previous ones have been in the past two or three months. Like I said, the club's newsletter has been entirely too costly. From now on we'll be keeping the newsletter on a strict budget, being careful not to spend more than we take in for advertising. This means that the giant 22-page newsletter you received the last two months will be a thing of the past until we receive more advertising from outside sources. If you know of any company who would like to purchase low-cost advertising in the newsletter, please let me know.

In order to combat the drop in the size of the newsletter, I'll be scrunching everything up further, keeping the compressed text, and re-working other parts of the Connector to save room. Now, just because the size is dropping, I don't want the quality of the content to go down. If it does, feel free to swat me upside the head. This is YOUR newsletter, though, and it would be really nice to get some article submissions from time to time. *Sigh*

As I said above, I'm still looking for someone in the 8-bit community to help me out, by keeping up on what's new in news and software, and by helping me track down 8-bit oriented articles. If you're interesting in this easy, fulfilling job, please call me (my number is 560-4272, call now!)

We're also still sniffing around for an 8-bit Vice President. How about you? The job would entail helping get the 8-bit meetings going, helping to find demos and get companies to come and show their products, and a few other things. It's not a difficult job, and the club REALLY needs your help, so please, if you want to help out SDACE a lot, contact Dave Delgadillo. If we don't get some help in the 8-bit area SDACE will be all-ST within a year, I guarantee it. Do you want that to happen? Then do

something about it!

You 8-bitters have a special treat this month: a type-in program by John Kelleher, which sets up an alarm clock in XL/XE machines. The program takes up no memory and works very well. Thanks, John, I appreciate the help. If there are any programmers who'd like to send in some short programs to be printed in the newsletter, send them in to me via the P.O. Box and I'll see what I can do.

Incidentally, all you STers, be sure to be at the ST Workshop, which will be held in the same room at the same time as the 8-bit meeting, 6:30 on the first Thursday of the month. We're hoping to pick up the sagging population at that meeting, so everyone be sure and go, and bring your computer! I'll be there!

Well, I guess that's about all I have to say. Stay well, and don't take any wooden floppy disks.

Peter Payne

Tidbits

Reprinted from the LA-ACE Journal

You can tell you're spending too much time on your computer when...

Your alarm clock goes off and you haven't been to bed yet.

Your work three weeks on a program that only uses 16K of memory, then a friend shows you one that does the same thing in only 15 lines.

Your gosub never returns.

Your wife starts watching football.

You check the calendar to see what season it is.

The cat wants to sleep on the computer because it's the warmest place in the house.

You start to like cold french fries and warm milk.

The folks at the computer store know you on a first name basis.

A tornado blows the roof off your house, and all you notice is that the light is better.

You start to understand machine code...magnets make you nervous.

What Kind of Member Are You?

A Poem

Are you an active member, the kind that would be missed?

Or are you just contented to have your name on the list?

Do you attend meetings and mingle with the flock?

Or do you just stay at home, then criticize and knock?

Do you take an active part to help the work along?

Or are you satisfied that you just belong?

Think this over, member, you know right from wrong.

Are you an active member, or do you just belong?

S.D.A.C.E. SOFTWARE TRIVIA CONTEST

FOR THOSE OF YOU NOT YET AWARE OF THE CURRENT SDACE SOFTWARE TRIVIA CONTEST, LET ME FILL YOU IN. SIMPLY PUT: ANY SDACE MEMBER CAN ENTER (ONE ENTRY ONLY, PLEASE). JUST SEND A LETTER OR A POSTCARD TO ME AT THE ADDRESS LISTED BELOW WITH THE FOLLOWING:

1. THE TITLES OF S.S.I.'s 1ST, 2ND AND 3RD SOFTWARE RELEASES FOR THE ATARI COMPUTER (8-BIT ONLY). PLEASE LIST THEM IN ORDER OF THEIR RELEASE.
2. IN 25 WORDS OR SO (APPROX.); TELL WHAT YOU LIKE OR DISLIKE ABOUT S.S.I., WHAT YOU WOULD LIKE TO SEE, AND FOR WHICH MACHINE(S).
3. STATE WHICH MACHINE YOU OWN; SO WE CAN SEND YOU THE CORRECT PRIZE SHOULD YOU BE A WINNER.
4. YOUR NAME, ADDRESS, PHONE, ETC.

OTHER REQUIREMENTS

5. IN CASE OF TIES, EARLIEST POSTMARK WINS.
6. S.D.A.C.E. OFFICERS ARE NOT ELIGIBLE.
7. YOU MEMBERSHIP IN S.D.A.C.E. MUST BE IN GOOD STANDING, (SO IF YOU HAVEN'T PAID YOUR DUES IN AWHILE OR IF YOU HAVEN'T YET JOINED, THIS IS A GOOD TIME TO DO SO).

NOTE: WHILE ON THE SUBJECT LET ME SAY TO THOSE OF YOU WHO ARE PAID UP MEMBERS AND RECEIVE YOUR NEWSLETTER REGULARLY. IF YOU KNOW ANYONE WHO ATTENDS BUT HASN'T YET JOINED S.D.A.C.E.; PLEASE SHOW THEM YOUR COPY OF THE "I/O CONNECTOR". IF THEY JOIN AT THE NEXT MEETING THEY WILL BE ELIGIBLE FOR THE CONTEST AND THE RANDOM DRAWING.

NOW AS TO THE CONTEST ITSELF, ALTHOUGH IT HAS ALREADY BEGUN (SEE LAST ISSUE); THE NOTICE WAS RATHER OBSCURE, THAT'S WHY I CHOSE TO USE PUBLISHING PARTNER THIS TIME.

- PRIZES -

THE PRIZES ARE IN THE FORM OF NEW SOFTWARE DIRECT FROM S.S.I. AS WELL AS S.S.I. GAME POSTERS. WE HAVE PRIZES FOR 1ST, 2ND, AND 3RD 8-BIT AND ST WINNING ENTRIES.

WE ALSO WILL HAVE A RANDOM DRAWING OF ALL LOSING ENTRIES WITH SEVERAL PRIZES INCLUDING: S.S.I. SOFTWARE, REGENT SOFTWARE, POSTERS, AND PERHAPS A COUPLE OF SURPRISE - PRIZES AS WELL!!! SO, GET BUSY AND ENTER NOW! AT THE MOMENT I HAVEN'T ENOUGH ENTRIES TO GIVE AWAY THE PRIZES (EVEN IF THEY WERE ALL INCORRECT ANSWERS!)

LASTLY LET ME WARN YOU NOW THAT CALLING S.S.I. FOR THE ANSWERS WILL ONLY RUN UP YOUR PHONE BILL. THEY WILL NOT GIVE OUT THE INFORMATION UNTIL THE CONTEST IS OVER.

IN CLOSING I'D JUST LIKE TO THANK FRANK COHEN AND RAD MOOSE FOR BEING OUR GUESTS THIS MONTH. NEXT MONTH? WELL, I'LL SURPRISE YOU NEXT MONTH, OK.

FRANK CASCIO - ST-PROGRAM DIRECTOR

Send Entry to: SOFTWARE TRIVIA CONTEST - FRANK CASCIO 4467 32ND ST. S.D.CA.92116

February Newsletter Poll Results

Well, here are the results of the poll some of you turned in at the March and April meetings, which dealt with various subjects and questions. Response to the poll was less than staggering--in fact, it was pitiful. We got exactly six (6) poll sheets turned in.

Now, there were several reasons for this. One is that I made a mistake, putting the poll on the last page, which contained the user's name and address on the other side. This blew the anonymity in the eyes of many. Another was that one of the 8-bit meetings was cancelled due to a financial error, so none of the people who went to that meeting got to turn them in. It was unfortunate that so few were turned in, and I hope that, in the August issue, when the poll is run again (bi-annually), response will be better.

Out of the six I received, two owned 520's, two owned 1040's, and one owned one of each. Three owned XE's, one had an 800XL, and one had an 800. It seems, from our survey, that a LOT of users (hmm, seems like 50% of the membership) own both an 8-bit and an ST. The ratio of Single Sided ST users and Double Sided ST users was about equal. The ratio of ST's with 1 meg versus ST's with 512K was 3:1 (hear that, all you 512K-owning ST users? Upgrade!).

Generally speaking, the average rating, on a scale of one to five (1 being low), Atari received for the following categories, was: Marketing, 2; Product Service, 3.5; New Products, 4.5; Advertising, 1.25; Company Image, 3.4; Reliability, 4.75. The products our six users seemed interested in were: The Magic Sac, The Amy Sound Chip, Blitter Chip, IBM Emulator, the Mega ST's, and the Atari PC, almost unanimously. Four were interested in the fabled 3.5" disk drives for the 8-bit, one was interested in the 7800 game system, two owned or cared about the 2600 game system, and three wanted to see more about the XEP-80 80 column device for the 8-bits. As predicted, the XE Game Machine got a great big goose egg.

For word processors used, ST Writer was used by one user, 1st Word by two more, Letter Perfect (8-bit) by another, and one couldn't make up his mind. Flash won the Terminal Program race for the ST's, with ST Talk and Omega coming in for second. TC Modem, a PD terminal program by the maker of TCBS, won for the 8-bits. The average of estimated money to be spent on software this year was around \$500.00, and on hardware, \$750.00. For favorite Atari magazine, Start got two votes, Compute! got one, Analog got two, and ST Business got one.

Well, folks, there you have it. We'll run a similar poll around August; I know I don't have to say that I hope that the turnout will be better! Until then, I'll be seeing ya...

Peter Payne

From The President

You will notice that this issue is a bit late this month. The reason: SDACE is having a bit of a problem in the finances department. The newsletter is our major outlay of money on a regular basis. That outlay was a bit more than expected in the past two months. We are hoping to balance some of the monetary outlay with incoming monies, in part from advertising. Peter does quite a bit of work on the newsletter and he deserves to put out a good one.

--- 8-Bit News ---

8-bitters, you now have not only one, but two librarians. David and Margie Becker have taken over the job of Main Librarians. They will have the library at each 8-bit meeting. We also will have a branch in the South Bay area. Also, we have a GENie downloader for 8-bit related files and materials. We are still looking for an 8-bit Vice President to help coordinate the meetings. (Just a reminder, you do not need to be a programming wiz, etc. You just need an interest and be willing to give a bit of your time).

--- ST News ---

The ST meetings are going quite strong and we can expect even more now that the ST Director, Frank Cascio, is able to be more active. Frank has had a period of the down-and-outs, but he is now back. I would also like to congratulate Mark Booth. He is the newest co-sysop of the ST Roundtable on GENie. ST users will also have another time to get together each month. This will be a free form meeting, with discussions and demos from all. We encourage you to bring your ST to these meetings. The day will be the same as the 8-bit meeting (first Thursday of the month, 6:30) and in the same meeting room (the one at the opposite end of the block from the ST meeting). One area that will be explored in detail is the Magic Sac. Hope to see some of you out there.

Dave Delgadillo

8-bit Meeting/ST Workshop/Magic Sac SIG May 7
1st Thursday of the month/6:30 PM June 4
North Park Rec Center
Adult Center

San Diego Computer Society May 16
3rd Saturday of the month June 20
12:00 swap meet, 1:30 meeting
Mesa College, Apollo Theatre

ST Meeting May 18
3rd Monday of the month/6:30 PM June 15
North Park Rec Center
Social Room

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XL Clock

Program by John P. Kelleher

(Reverse) Here's a useful little ditty for you XL/XE owners out there: a RAM-resident alarm clock routine which uses no free memory at all. It's written in Atari BASIC and 6502 Machine Language. It's a great little program, so type it in and see what makes it tick.


```

5 REM XLCLOCK;John Kelleher 4/8/87
10 REM An alarm clock for SDACE XL and XE owners.
15 REM Program changes ROM OS to RAM, installs
20 REM clock in place of alternate character
25 REM set. Clock uses NO free memory and
30 REM continues even if other programs are run.
35 DIM A$(10):GRAPHICS 0:CHECK=170
40 ? "WARNING: THIS PROGRAM RUNS ONLY ON"
45 ? "XL'S AND XE'S. HIT BREAK TO QUIT,"
50 ? "RETURN TO CONTINUE."
55 INPUT A$
60 MEM=PEEK(106)-1:POKE 106,MEM
65 GRAPHICS 0:POKE 559,0
70 I=MEM*256:REALSUM=16212:RESTORE
75 FOR B=0 TO 99:READ A:POKE I+B,A
80 CHECKSUM=CHECKSUM+A:NEXT B
85 POKE 559,34:GOSUB CHECK:B=USR(1)
90 REM p. 217, "Mapping the Atari"
95 MEM=MEM+1:POKE 106,MEM:GRAPHICS 0
100 DATA 169,0,133,203,133,205,169,192,133,204
105 DATA 169,64,133,206,160,0,177,203,145,205
110 DATA 200,208,249,230,206,230,204,240,12,165
115 DATA 204,201,208,208,237,169,216,133,204,208
120 DATA 231,8,120,173,14,212,72,169,0,141
125 DATA 14,212,173,1,211,41,254,141,1,211
130 DATA 169,192,133,206,169,64,133,204,177,203
135 DATA 145,205,200,208,249,230,204,230,206,240
140 DATA 12,165,206,201,208,208,237,169,216,133
145 DATA 206,208,231,104,141,14,212,40,104,96
150 ? :? "Initializing...":REALSUM=37716
155 STARTADR=204*256:I=STARTADR:CHECKSUM=0
160 READ A:IF A=-1 THEN GOSUB CHECK:GOTO 205
165 CHECKSUM=CHECKSUM+A:POKE I,A:I=I+1:GOTO 160
170 IF CHECKSUM<>REALSUM THEN 180
175 RETURN
180 POP :? CHR$(253):?
185 ? "CHECKSUM = ";CHECKSUM: "."
190 ? "It should = ";REALSUM: "."
195 ? "Check DATA statements."
200 ? "Hit RETURN.":INPUT A$:A=USR(58484)
205 VBADR=STARTADR+20
210 SCREENON=1:POKE STARTADR+16,SCREENON
215 POKE STARTADR+11,ADJUST
220 POKE STARTADR+15,COUNTER
225 POKE STARTADR+17,ALARM: ? CHR$(125)
230 ? "Starting the clock is a two-step"
235 ? "process":?
240 ? "1. Type in the time (00 seconds"
245 ? "assumed),using standard notation--"
250 ? "( 8:22, not 20:22), and hit RETURN to"
255 ? "have it accepted.":?
260 ? "2. Then hit RETURN again to start"

```

```

265 ? "clock at 00 seconds.":?
270 ? "ENTER TIME:"
275 TRAP 275:POSITION 13,12: ? " :";
280 FOR I=1 TO 4: ? CHR$(30);:NEXT I
285 INPUT A$
290 HOUR=VAL(A$(1,2)):POKE STARTADR+12,HOUR
295 MINUTE=VAL(A$(4,5)):POKE STARTADR+13,MINUTE
300 TRAP 40000:POKE 732,0:POKE STARTADR+14,SECOND
305 POSITION 2,13: ? "Hit RETURN to start clock."
310 INPUT A$:A=USR(STARTADR,VBADR)
315 ? CHR$(125)
320 ? "Clock is accurate to 1 second/day."
325 ? "SHIFT + HELP toggles screen display."
330 ? "CONTROL + HELP toggles alarm."
335 ? "RESET stops clock."
340 ? :? "Set alarm? (Y/N) ":INPUT A$
345 IF NOT ((A$(1,1)="Y")+(A$(1,1)="y")) THEN 395
350 ? :? "ENTER TIME:"
355 TRAP 355:POSITION 13,8: ? " :";
360 FOR I=1 TO 4: ? CHR$(30);:NEXT I
365 INPUT A$
370 HOUR=VAL(A$(1,2)):POKE STARTADR+18,HOUR
375 MINUTE=VAL(A$(4,5)):POKE STARTADR+19,MINUTE
380 ALARM=161:POKE STARTADR+17,ALARM
385 ? :? :? "To see alarm time, type:"
390 ? "PRINT PEEK(52242),PEEK(52243)"
395 ? "To reset alarm time, type:"
400 ? "POKE 52242,hour:POKE 52243,minute"
1000 DATA 104,104,170,104,168,169,6,32,92,228
1005 DATA 96,11,12,13,14,15,16,17,18,19
1010 DATA 72,138,72,152,72,216,238,15,204,173
1015 DATA 15,204,201,60,144,74,238,14,204,238
1020 DATA 11,204,169,0,141,15,204,173,11,204
1025 DATA 201,38,144,14,169,0,141,11,204,238
1030 DATA 15,204,238,15,204,238,15,204,173,14
1035 DATA 204,201,60,144,35,238,12,204,169,0
1040 DATA 141,14,204,173,13,204,201,60,144,20
1045 DATA 169,0,141,13,204,173,12,204,24,105
1050 DATA 1,201,13,144,2,169,1,141,12,204
1055 DATA 173,220,2,201,81,208,3,32,25,205
1060 DATA 201,145,208,3,32,43,205,169,0,141
1065 DATA 220,2,173,17,204,240,39,173,18,204
1070 DATA 205,12,204,208,31,173,19,204,205,13
1075 DATA 204,208,23,173,14,204,208,18,169,3
1080 DATA 141,15,210,169,0,141,8,210,141,0
1085 DATA 210,169,79,141,1,210,173,16,204,208
1090 DATA 2,240,60,160,39,169,9,145,88,136
1095 DATA 173,14,204,32,251,204,173,13,204,32
1100 DATA 251,204,136,136,136,173,17,204,145,88
1105 DATA 200,169,3,145,88,200,169,0,145,88
1110 DATA 173,12,204,201,10,144,10,169,17,145
1115 DATA 88,173,12,204,56,233,10,200,24,105

```


Desk File View Options

1120 DATA 15,145,88,104,168,104,170,104,75,95
 1125 DATA 228,162,16,201,10,144,6,232,56,233
 1130 DATA 10,201,10,175,248,24,105,16,145,88
 1135 DATA 136,136,145,88,136,169,26,145,88,136
 1140 DATA 96,169,0,141,220,2,173,16,204,288
 1145 DATA 4,238,16,204,96,206,16,204,96,169
 1150 DATA 0,141,220,2,173,17,204,208,6,169
 1155 DATA 161,141,17,204,96,169,0,141,17,204
 1160 DATA 141,1,210,96
 2000 DATA -1



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Sysop Speaks/ST VP Talks

Wot Happened?! Gee wiz, the newsletter's late again! Well, this time there is a very good reason: we just didnt have the money to do it the normal way this time. The board members of S.D.A.C.E. have decided that in order to save the club money on the production costs of the newsletter to sort and staple the newsletter our selves rather than pay to have it done like in the past. This should save the club a fair amount of money each month. But, nothing ever comes free. Because of the time involved in the added labor taken on by us the newsletter will now come 2 weeks later than it has in the past. This may actually help in the long run as currently the 8-bitters often get the newsletter after the meeting. I know that be giving them a 2 week head start more people can plan to have the 1st Thursday open for the meetings!

ST users also need to remember that 1st Thursday of the month. S.D.A.C.E. will add an additional meeting date for the ST users. We will have use of half of the 8-bit meeting hall for a beginners workshop/Magic Sac workshop! No agenda for the meeting other than just going and having a good time. Sac users can swap war stories and beginners can bring thier questions with them in hopes that we can sort it out for them. I will be there as will I'm sure quite a few of the more seasoned ST users to help so stop on in and see what going on!

News! As far as I've heard, the Blitter chip is *done!* But, it is the Blitter chip in the square package destined for the Mega ST's which are currently slated for release in mid June?! Sounds like a good summer for Atari if they make that date. It is REAL important to get the Mega's out before Amiga gets its 2000 out in order to get more momentum rolling in the favor of Atari. The Blitter chip upgrade for the current line if ST's will be in a rectangular package identical to the 68000 CPU in the ST's and has a planned release date of late summer (boo-hoo). I hear that the Atari SX212 modem's are now getting ready to be shipped. Prices on the 520ST color systems might see a small decrease in pricing soon as Atari has lower costs to the dealer slightly. The 520ST mono system promo is continuing with a great deal of success. Best guesses are that the pricing will fall a little further when the Mega start to ship. Rumours of a 520STFM keep popping up. The 520STFM would have the disk drive built in just like the 1040. This unit has been around in the over seas market for some time so it might be a good cost cutting move on Atari's part to drop production of the 520STM and put its effort into a one piece 520. Cheaper for them to make and less wires for the user.. No further word on the laser printer or the IBM box (RIP?). Atari has signed a deal with Manhattan Graphics of 'Ready Set Go' fame to write something for the ST. No details are yet available. Atari is also looking for \$70 million in cash to purchase a chip company. Atari is offering \$70,000,000.00 in debtures

(what's that?) to raise captial for that purchase. Remember that Jack is used to having his own chip company to make his chips cheaper for him so this was in the cards.

Amiga news: Commodore has fired head man Rattigan as well as 20 other top officials. No reason is given but Rattigan was escorted out of Commodore by guards. One paper reported that there had been several 'Payton Place' type events that led up to this. One guess puts it that CBM was displeased with the Amiga sales in the US. Another says that he was due a LARGE bonus for pulling CBM out of money problems to post 3 straight profitable quarters and felt it was cheaper to axe him. Rattigan has filed a \$9 Million dollar lawsuit against CBM. A party to show the 2000 locally to dealer was set back about 2 months, one would think that the 2000 might also be set back about the same amount of time. The Amiga 500 is due out a few months after the 2000 so it looks as though the battle front just got calmer for Atari. I can't wait for the next episode!

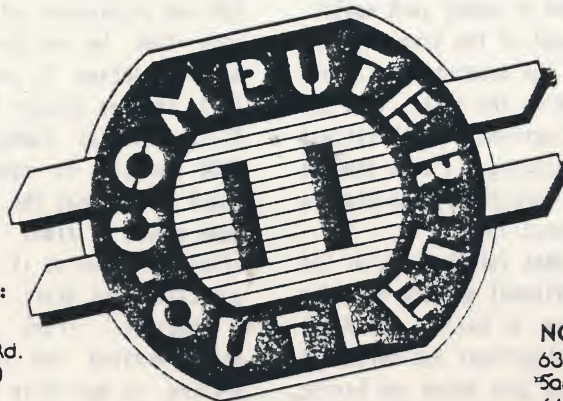
Updates! Frank Cohen was unable to make it to our April meeting due to car problems. He called the next morning to apologize for missing this meeting and plans to attend the next meeting. Easy Draw is currently shipping version 2.03. New fonts for Publishing Parter are out from the Font Factory in Phoenix Arizona. Only \$15.95 for 3 fonts as well as a sample of fonts that are in the works! Flight Simulator scenery disk #7 is now out for the ST. This cover most of the eastern coast line \$24.95 list. CAD-3D is OUT and is HOT! This is one upgrade that 1.0 users should not miss. Also included in the CyberMate animation language that promises to turn your ST into a 10 MEG graphics animation work station. \$89.99 list for CAD-3D. Remember Astra dropping in on our meeting to show use its 20mb hard-disk DS drive combo? Well that now offer the hard-disk only for about \$100 less, but all the connection are still in the drive allowing you to add the DS floppy at any time later. No list price given but estimated street price is \$900. Computer Eyes digitizer has new software version 1.12 and a fix for a few small hardware buga-boos as well. Magic Sac \$.2 upgrade is now done and only \$10. Michtron BBS is now upto 2.1 in revision. Added now is an automated downloads menu system as well as many new message language commands. \$10 upgrade fee.

Anyways don't forget to stop in on the next meeting. Oh yeah, bring your wallet as this is the last month that you can renew or join S.D.A.C.E. for only \$15 per year. Next month dues go to \$20 per year to cover added cost to the club as well as \$2 to SDCS.



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May 8-bit & ST Workshop meeting will be Thursday, May 7th
June 8-bit & ST Workshop meeting will be Thursday, June 4th

May ST SIG will be Monday, May 18th
June ST SIG will be Monday, June 15th

EXP: JUN 88

SAN DIEGO, CA 92126